







GAMES

















Zivor of Redania 🤣

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in: Witcher190, Adalwulf of Aedirn, School of the Griffin, and 3 more

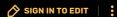


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—Putnam remembering his friend

Zivor of Redania (September 1253 night of May 31 to June 1280), nicknamed "The Beast of Redania," was a witcher from the **School of the** <u>Griffin</u> who underwent additional experiments that ultimately failed. He was also a close friend of the famous Putnam Pitch.

#### **Zivor of Redania**



#### **Biographical Information**

Real Name	Zivor (unknown surname / surnames)
Born	September of 1253
Birthplace	Tretogor , Redania
Status	Dead
Died	The night of May 31 to June 1 of 1280
Deathplace	Kasteel Saar, Magne, Nilfgaardian Empire
Service	1275 - 1280

#### **Physical Description**

Race	Quarter-orc ( Witcher )
Gender	Male
Hair	Bald
Eyes	Orange
Skin	Pale

# **Political Information**

"The Beast of Redania"



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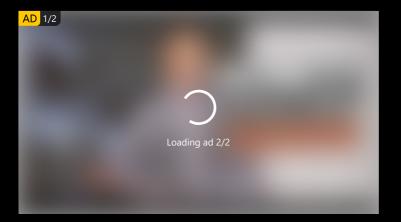
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Affiliation	School of the Griffin	
Nationality	Redanian	
Relationships		
Father	Unknown <mark>half-orc</mark> father Keldar (father figure)	
Mother	Unknown mother (maybe a rogue mage) Matlena (mother figure)	
Other	Kemro of Cintra (best friend) Putnam Pitch (friend) Tubiel of Brenna (friend)	

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# Biography 6

## Early Life **6**

Zivor's origins remain shrouded in mystery. Found at four years old in 1257, his path intertwined with the fate of the School of the Griffin. During a visit to Tretogor, the Redanian capital, the witcheress <a href="Matlena">Matlena</a> encountered Zivor and his mother. While details are scarce, it's known that Zivor exhibited some form of slight intellectual disability that made his mother reject him. Matlena, upon completing a contract to slay a rimpler plaguing Zivor's mother and empathizing with young Zivor, took the young boy under her wing, using the excuse of him being part of her payment.

The School of the Griffin, still recovering from the devastating avalanche caused by mages, with the fortress of Kaer Seren still in reconstruction, welcomed Zivor as part of its first generation of new recruits. However, after Matlena told them how she found Zivor and about the circumstances at Zivor's mother's house,

rumors started to circulate among the Griffin witchers. These whispers suggested Zivor's parentage might lie with one of the mages responsible for the very disaster that nearly destroyed the fortress. Perhaps his mother, filled with regret for her actions agains the Griffins and shame of her <a href="quarter-orc">quarter-orc</a> son, relinquished him to Matlena's care.

Later on, in Kaer Seren, after revising him, his quarter-orc heritage would be discovered after the witchers saw his vitiligo-like spots with the skin color of their orc ancestors that other quarter-orcs had. Due to the rarity of <a href="https://half-orcs">half-orcs</a> and quarter-orcs, the witchers believed that he was ill; however, the school's librarian, <a href="https://dalasty.com

# Training at the School of the Griffin (1257 - 1275)

The harsh realities of Zivor's background mirrored those of some of his fellow trainees. Like Tubiel, a girl rescued from a life of begging, Zivor struggled to adapt to the structured environment of Kaer Seren. His intellectual disability made grasping complex theories a challenge, and his orcish heritage fueled prejudice among some trainees. Angelo of Poviss, a Kovirian noble's bastard, formed a small clique with Federico of Lan Exeter and Domenico, targeting those from less fortunate backgrounds. Zivor, with his unusual appearance and quiet demeanor, became a frequent target of their taunts.

However, Zivor found solace in the same way Tubiel and others eventually did – camaraderie. Putnam Pitch, an orphan adopted by Johan Pitch, an ally of the surviving Griffin Witchers, and raised by him and them since he was a baby, displayed quiet strength and unwavering loyalty. He saw past Zivor's exterior, recognizing his determination and resilience. Kemro, another trainee ostracized for being intersex, shared a similar vulnerability. Together, the four formed a tight-knit unit, their shared experiences fostering empathy and understanding. Putnam, with his calm demeanor, often mediated disputes, while Zivor's surprising strength from his quarter-orc heritage often deterred further bullying.

These experiences would mark Zivor forever, and even after losing more of his intellectual capacity due to the extra mutations, he would still remember Putnam, Kemro, and Tubiel as his friends.

#### Trial of the Grasses & Extra experiments &

Zivor, like Putnam and others, underwent the <u>Trial of the Grasses</u> at the age of ten and became the first of his generation to pass it, enduring only four days instead of the usual week and emerging in relatively good health. His remarkable tolerance during the Trial of The Grasses led to additional experiments being conducted on him, unlike his companions.

These experiments had profound effects. Zivor lost his hair and gained more strength and a larger size than is typical for a common witcher. However, the experiments also had severe drawbacks. While they didn't kill him or drive him crazy outright like they did to some, such as Ivar "Evil-Eye", they left him with mental retardation, and the additional mutations made him insensitive to magic. This sensitivity loss made it impossible for him to use signs, a significant disadvantage for a witcher, especially one of the Griffin School.

# Graduation (January of 1275)

"Why waste time with fancy words? Big monster needs big punch! That's how Zivor fix things!"

-Zivor to Keldar prior to his graduation

Despite the setbacks caused by the unforeseen consequences of the extra mutations, Zivor persevered and passed the remaining trials, including the Trial of the Journey/ Contract. During this trial, he killed an <a href="mailto:amarok">amarok</a> in the outskirts of the city of Lan Exeter with his bare hands, earning him the nickname "the Beast of

Redania" from the locals. This accomplishment led to his eventual graduation from the Griffin School.

Recognizing Zivor's potential despite the challenges, the Griffin Witchers assigned one of his best friends, the already mentioned Kemro of Cintra, as his traveling companion shortly before graduation. This pairing turned out to be highly complementary, embodying the classic combination of brawn and brains. Despite Kemro's physical weakness due to barely surviving the standard witcher mutations because of an intersexual nature, he possessed a cunning intellect and a mastery of alchemy that rivaled even the most seasoned witchers.

Kemro became Zivor's anchor, providing the voice of reason that tempered Zivor's impulsive and sometimes childlike behavior resulting from the extra mutations. He could decipher social situations for Zivor, navigate complex negotiations, and even create calming draughts for moments when Zivor's emotions threatened to overwhelm him. In return, Zivor's immense strength served as a shield for Kemro, acting as a physical deterrent to those who might underestimate the seemingly frail-looking witcher.

In January of 1275, both the duo and Putnam, who also passed all the Trials and graduated, left Kaer Seren. Despite the cold and Keldar's insistence that they wait until spring to avoid starving to death, the newly graduated Griffins could not wait. After convincing Keldar to let them leave, he provided them with enough supplies to last two months until spring. Thus, they embarked on their careers as witchers and their first year on The Path.

# Tubiel and Putnam's wedding (January 27, 1280)

"Putnam and Tubiel getting married! Happy day! Lots of food, right? Maybe they'll save some cake for Zivor!"

—Zivor during Tubiel and Putnam's wedding

Like the others in the rescue group, Zivor was present in Kaer Seren for the wedding of his friends Putnam Pitch and Tubiel of Brenna on January 27, 1280. In December 1279, he had helped with decorations and other preparations. When Putnam was kidnapped during the banquet, Zivor tried to rescue him before it was too late. However, he was knocked out by one of Mimit's golems. When he awoke, it was already too late, and Putnam had been kidnapped by the mage. This incident motivated Zivor to be among the first to join the rescue party, along with his best friend Kemro.

#### The Rescue (Late January - May 31 of 1280)

"Miss Putnam already. Maybe find him soon and then... cake! Big celebration cake for everyone!"

—Zivor during the four months of searching for Putnam

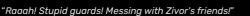
After Putnam's kidnapping, a search and rescue team was organized. The team consisted of Tubiel, Kemro, and Zivor, who were the first to volunteer after Tubiel declared that she would lead the mission. They were followed by Vargos, Fabio, Caldigi, and lastly, surprisingly, Jezkier. He claimed that he had saved Putnam's life in Zerrikania (which was true) and insisted that he was essential for the team. In reality, he still felt guilty about everything that had happened in Ofir, and this, along with his previous actions at the wedding, was his way of redeeming himself since his skills weren't exactly the most suitable. Once the team was created and ready, they headed to the druids who were in charge of mutating the new Griffins as soon as possible before embarking on any journey. They needed their help for one simple reason: they had to find the trail left by the portal to rescue Putnam, and they had only a few hours left before it vanished completely.

After finally arriving, they explained the whole situation to the druids, who agreed to help. Unfortunately, several of the horses they used broke their legs on the way

to the druids, so they had to continue on foot. By the time they returned to the fortress with the druids, the trail of the portal had grown faint, and the druids could only provide them with a vague idea of where Putnam might have been taken. The druids informed them that he was most likely being held somewhere in Gheso, Maecht, or Magne. The druids offered to open a portal and start the rescue from there, saving them time, but Tubiel refused. She argued that Mimit could easily detect them and set up an ambush. They would travel by non-magical means, which would take longer but be safer. Time was running out, and although she wanted to rescue Putnam as soon as possible, she did not want to take any risks. Once they obtained the information, the team prepared and set off for Nilfgaardian territory to rescue the witcher.

Their journey was summed up in four months of following trails, hitting dead ends, and retracing their steps to find Putnam's exact location, which they finally managed to pinpoint.

## Death 6



—Zivor's last words

For four long and harrowing months, as already mentioned, the team, and especially Tubiel, had been tirelessly searching, hitting dead ends, and retracing their steps in pursuit of Putnam. Despite brief moments of respite, like when they stayed in Erin's old house, they were never enough to alleviate the mounting frustration and desperation. However, after all that effort, they finally found two potential locations where Putnam might be held captive.

As for Sigurd, did the son of the couple in Kaer Seren stay put, knowing what was going on? Absolutely not. Just before the team set off south, the red-haired boy, when Keldar had fallen asleep and the other Griffins were occupied, with the grace and stealth of a cat, managed to slip into the carriage in which Fabio had arrived (and from which he had taken a horse for the visit to the druids). This carriage had been borrowed from his wife's family for the wedding (which the team would later use to travel south)

The team only realized they had a stowaway, when they were already far away from Kaer Seren, on a ship out at sea. Obviously, the boy received a stern scolding for his actions, but it was clear that Sigurd only wanted to help with whatever had happened to his father. Unfortunately, he didn't fully understand the danger he was putting himself in and saw it all as an exciting adventure. Given the circumstances, the team ultimately decided to let him stay, as going back was not an option.

The two locations they eventually obtained were Darn Viesser, a citadel located next to the lake known as Loc Lebar, and Kasteel Saar, a ancient ruins situated near the Korath Desert located in Magne. Legend had it that these ruins once belonged to another school that emerged after the extinction of the Order of Witchers. With no idea where Putnam might be held captive, the team decided to divide their efforts. Fabio and Sigurd were to investigate the citadel located within the city of Viesser to gather information on its owners and rulers. This would minimize the risk to the child and Fabio, whose cartographic expertise was more valuable than his combat skills. Meanwhile, Tubiel, Kemro, Zivor, Jezkier, Vargos, and Caldigi were to venture to the ancient ruins. Once each member had completed their assigned task, they would reunite in the city and return home together, thinking it would be just a scare that would end. Little did they know how wrong they were. That night, many things would be burned and swallowed up by the magnese sands.

As the team split up, Fabio and Sigurd made their way towards Darn Viesser, taking the winding path that led towards the citadel. The city was bustling with

people, and the sound of carts and horse hooves could be heard echoing off the cobblestone streets. Fabio couldn't help but feel a twinge of anxiety as they approached the fortified walls of the citadel. They knew nothing about the rulers of Darn Viesser or what kind of reception they would receive.

Meanwhile, Tubiel, Kemro, Zivor, Jezkier, Vargos, and Caldigi made their way towards Kasteel Saar, treading along the arid terrain near the Korath Desert. The heat was intense, and the sun blazed down mercilessly, but the group kept moving forward. They were determined to find Putnam and bring him home.

As the day turned into dusk, Fabio and Sigurd managed to gather some information about the rulers of the citadel, but it was not enough to pinpoint Putnam's exact location. It seemed like they had hit yet another dead end, and now all they could do was hope that the other half of the group had been more successful and found Putnam.

The group assigned to Kasteel Saar finally arrived at the ruins as night fell. The ruins dated back to the time of the Empire of Magne, although the modifications made by others who had used them, such as elves and Nilfgaardians during their republican period, were noticeable despite their poor condition and lack of visibility due to the late hour. The ruins were heavily guarded by several individuals, primarily local mercenaries and errant knights who had fallen out of favor and turned to a mercenary lifestyle.

Observing the large number of people guarding the ruins, the group felt almost certain that Putnam was being held there. It was clear that these were not mere treasure hunters, given their appearance. So the group spent about two hours hiding in the vicinity of the ruins, carefully observing. As they waited, the group noticed that the mercenaries and knights guarding the ruins were armed to the teeth, they carried swords, crossbows, and other weapons, indicating that they were prepared for any potential threat.

So, they worked to develop a solid escape plan to ensure that once they entered, found, and freed the witcher, they could safely flee the area. As they worked on their escape plan, the group took note of the terrain and the best routes to take. They also made sure to assess the skills and equipment of each member, assigning tasks and roles that would play to their strengths. They knew that they had to be quick and efficient, as any mistake could cost them their lives or Putnam's.

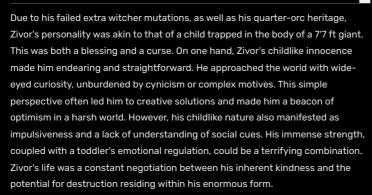
Unfortunately, even with the best plan and team, failure was sometimes inevitable and the first sign of the tragedy that would be called later the Magne Massacre was when Jezkier's distraction ended in disaster. He was supposed to distract the mercenaries and knights by pretending to be lost and claiming that Aen Manche nomads had attacked him and taken his belongings. He would then ask for their help to retrieve his things and suggest that the elves might attack the ruins, leading them far away from the ruins so the rest of the team could enter undetected. Meanwhile, Zivor would be on standby in case things went wrong.

As Jezkier began to weave his tale, the mercenaries and knights grew suspicious of his story and demanded answers. Jezkier's nerves got the better of him, and a scuffle broke out, ultimately resulting in his death after being shot by the ones with crossbows. Zivor charged towards the group in an attempt to save Jezkier, but despite his incredible strength, his size made him slower than a typical witcher and when he arrived it was too late. Nonetheless, Zivor fought valiantly, using his strength and witcher training to incapacitate several of the attackers.

As the battle raged on, Zivor realized that he might not make it out alive. Despite this, he continued to fight, driven by thoughts of his comrades and the mission they had set out to complete. However, the numbers were against him, and his

With a final burst of energy, Zivor unleashed a devastating attack, taking down several more of his attackers before succumbing to his wounds. The rest of the team, who had been waiting for Jezkier's signal, a song that he was supposed to start humming once the group of mercenaries and knights started to get far enough away, heard the commotion and quickly realized that something had gone wrong. They moved quickly to take cover and assess the situation, realizing that their original plan had failed and that they had lost two of their own. Despite their losses, the team remained determined, mourning their fallen comrades while gearing up for the challenges that lay ahead, unaware of the greater tragedy that loomed that fateful night. However, Zivor's death wasn't in vain; thanks to him, eventually, Putnam was rescued and lived. Although heavily traumatized from the four months of torture and being the only survivor of the event, Putnam later on would honored Zivor's memory through his heroic actions.

# Personality & Traits &



So, as already mentioned, recognizing Zivor's potential despite the shortcomings of his extra mutations, the Griffin Witchers assigned one of his best friends, Kemro of Cintra, as his traveling companion shortly before graduation. Curiously, both complemented each other very well, embodying the classic pairing of brawn and brains. Kemro, due to an intersexual nature, had barely survived the standard witcher mutations and was therefore physically weaker. However, Kemro possessed a cunning intellect and a mastery of alchemy that rivaled even the most seasoned witchers. Kemro became Zivor's anchor, the voice of reason that tempered the giant's impulsive nature. He could decipher social situations for Zivor, navigate complex negotiations, and even concoct calming draughts for those moments when Zivor's emotions threatened to overwhelm him. In turn, Zivor's immense strength served as a shield for Kemro, a physical deterrent to those who might underestimate the frail-looking witcher.

Zivor was bald, with a round face and a big round nose, coupled with a short beard of brown color and his Witcher's orange cat eyes. He was muscular, but his musculature was more reminiscent of a dwarf rather than a Witcher itself. Like many quarter-orcs, he had vitiligo-like spots with the skin color of their orc ancestors that other quarter-orcs had. In his case, they were grey and were on the rest of his body except for his face.

Zivor had a particular obsession with flowers, even before the extra mutations that further affected his somewhat diminished cognitive capacity. Jalast, speculated that this obsession was an early memory very ingrained and possibly the reason his half-orc parent abandoned him. This, along with other attitudes he exhibited prior to the extra mutations, revealed that he was a very sensitive boy, even more sensitive than one of his friends, Putnam Pitch.

Despite his "giant" form and disability, Zivor displayed a remarkable ability to manipulate flowers and create intricate designs with them. One of his dreams was to open a flower shop in a big city as he grew older. Sadly, this dream never

# Abilities 6

- Witcher genetic mutations: Before even entering adolescence, Witcher
  Apprentices were subjected to painful and potentially lethal mutative
  procedures with the goal of reshaping their bodies. The result of these
  mutations, when successful, were strength and speed far exceeding that of
  a normal human, capable of matching those creatures which preyed upon
  humanoids.
  - Sterility: A condition which is a side effect of the trial of the grasses and the Witcher mutations.
  - Witchers possess a disease resistance that borders on absolute immunity. This tremendous resistance to disease (which functions in most cases as complete immunity) and a boosted immune system, allowing them to consume large quantities of potions that could prove easily deadly if consumed even in small amounts by a normal man.
  - Enhanced Condition Witchers possess a enhanced human condition
    and mind brought about by training and mutations which results in
    exceptionally enhanced strength, speed, reflexes, and endurance, far
    beyond any normal or well-trained human, that allows them to swiftly
    end fights with minimal effort, and perform physical feats nonwitchers couldn't hope to match.
    - Enhanced Human Endurance- Witchers have also been shown to shrug off hits that would normally render normal men unconscious. Additionally, they have been known to survive the strikes of powerful monsters such as giants, or other beings possessing herculean strength, that would otherwise kill others with a single blow.
    - Enhanced Human Senses- A Witcher's entire sensory system has been overall enhanced, trained and refined to an inhuman degree.
      - Enhanced Hearing- Witchers can hear with amazing clarity, distance, and even frequencies outside the normal range.
      - Enhanced Smell- Witcher are trained to detect specific persons, creatures, monsters, objects, substances or even places, locate their origin, and track targets with nothing but their nose. A Witcher can identify the species of animal from the scent of their blood alone.
      - Enhanced Vision- Witchers can see with amazing clarity/detail, distance, or color. Witcher possess cat-like eyes that grant very acute night-vision - Witchers can constrict their pupils to see in blinding light or open them to see in near pitch darkness. This night-vision can be further enhanced with the cat potion, but in general, it is good enough by itself to not require further enhancement.
        - Night Vision- Using the Cat potion, Witchers eyes change to allow Witchers to see in pitch blackness.
  - Enhanced Human Strength- A Witcher's physical skills alone are sufficient to defeat most monsters single-handedly if combined with extensive training and proper weaponry, whereas regular men could only hope to accomplish this in large groups. Its generally thought that a Witcher is 2-3x physically stronger than a normal man. Zivor is even stronger than a normal Witcher at around 5-6xs.
    - Enhanced Running/Sprinting Due to an extensive pre-mutation exercise program and later the mutations of the Witcher Trials, Witchers are able to run faster than normal humans beyond what can be emulated via natural training and with little to no maintaining.

- Enhanced Stamina-
- Regenerative Healing Factor: Level 2- Witchers usually have quick(er)
  recovery from injuries. While not instant healing a Witcher's healing
  time is highly unusual taking a fraction of the time to heal as well as
  surviving more deadly wounds possible. For example when slashed in
  the neck by a Striga's talons the famed Witcher Geralt of Rivia it only
  took him a few days to heal before he was back on The Path.
  - Minor to moderate wounds such as small cuts, bruises, and burns usually take a few seconds to fully heal, with more severe injuries like lost limbs, internal organs, and damaged nerves and cells taking minutes or hours to heal.
  - Demi-Immortality- A Witcher's cellular senescence is drastically reduced, if not completely halted. It is unknown if a Witcher has semi-immortality or a life extension as no known Witcher has died of natural causes but Witchers have incredibly long lifespans and prolonged youth. While each Witcher is different, a Witcher's known life expectancy is varied as they usually died in battle.
- Witchers' possess the ability to receive mutagenic materials from monsters and process it into their being through Witcher decoctions. This allows a Witcher to take on traits and the improved conditions of the monster, this is a incredibly dangerous process so a Witcher can only handle one or two decoctions at a time, as a inbred safety precaution if a Witcher already has two decoctions in their system and takes a third one, the oldest decoction's effects are overwritten.
  - Monster & Beast Physiology: By consuming Witcher concoctions, a Witcher is able to take on traits of the decoction's donor.
- Alchemy: A brewing process for making potions, oils, decoctions, etc of the Witcher trade.
  - Witcher Potions- Using alchemy **Zivor** is able to brew potions which have calculated effects on Witchers but are toxic to most other

    markets.
  - Witcher Decoctions- Using alchemy **Zivor** is a able to brew decoctions
    which are a stronger type of Witcher potion often using monster parts
    as ingredients, and have stronger effects. Only a few decoctions at a
    time can be used at once as they are much stronger than conventional
    witcher potions.
  - Weapon Oils- Using the alchemical process and using dog or bear fat as a base **Zivor** is able to brew oils to coat his swords in to deal more damage to certain types of beings and creatures.

# Equipment o

Due to his immense strength and tolerance for pain, Zivor relied minimally on equipment. As such, The Griffin witchers specially commissioned a heavy-duty reinforced armor to accommodate his size and provide some protection during monster hunts. He also, like other witchers, carried potions and decoctions provide temporary buffs in certain situations. He was also prompted to use more decoctions than potions, since his big body made it harder for him to absorb the potent effects of potions as quickly as a typical witcher. Despite the limitations, Zivor's brute strength remained his most potent weapon. He could overpower many foes with his bare hands, and his imposing size often served as a deterrent in itself. However, his reliance on brute force also made him somewhat predictable in combat.

## Trivia 🔗

• Zivor was heavily inspired by ogryns of Warhammer 40K and Grog from

